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Printed in Japan

NES-DR-UKV

BRAM STOKER'S

Dracula™

INSTRUCTION BOOKLET

⚠ WARNING : DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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STARTING UP

Make sure your Nintendo Entertainment System is turned off. Put the Game Pak into the system and press the POWER BUTTON on the front of your Nintendo machine. After the game introduction, press the START BUTTON at the Bram Stoker's Dracula title screen.

CONTROLLING HARKER

TO WALK RIGHT OR LEFT:
Press the Control Pad RIGHT or LEFT.

TO CROUCH OR LOOK DOWN:
Press the Control Pad DOWN.

TO LOOK UP:
Press the Directional Pad UP.

TO USE A WEAPON:
Press the B Button.

STANDING JUMP:
Press the A Button.

LONG JUMP:
Press the A Button while walking.

TO PAUSE GAME AND VIEW SCORE:
Press the start Button.

JUMPING SMASH:
Press the A button and Directional Pad Down to fall through a ledge.

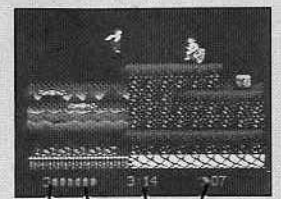
MAIN GAME MENU

From this screen, Press the Start Button to reach the Main Game Menu.

From the Main Game Menu you can adjust the skill level, sample various music tracks and sound effects in the game, and program the Control Pad settings.

To make selections within the Main Game Menu choose your option, Press Select and then Press Start.

MAIN GAME SCREEN



SCORE
Your score is calculated at the end of each level. The more diamonds and coins you pick up, the higher your score.

1. LIVES
This shows how many lives you currently have. You begin each game with four lives.

2. TIME
This displays how much time you have remaining to complete the level.

3. ENERGY BARS
One and a half energy bars equal one life. All it takes to lose an energy bar is one blow from an enemy.

4. WEAPON
This indicates the weapon with which you are currently armed.

PICK UPS

There are many Pick Ups in the game – each with its own special function. To collect a Pick Up, you must break the Pick-Up Box and jump to catch it. The following is a list of the various Pick Ups in the game.

Gold Coin of Transylvania:
These are worth 1,000 bonus points.

Diamond of Transylvania:
These are worth 10,000 bonus points.

1 UP:
These are worth an Extra Life (one and a half energy bars per life)

Continue Credit:
These are worth three lives.

Energy Booster:
These replenish your energy by one bar.

Triple Energy Booster:
These replenish your energy by three bars.

Super Energy Booster:
These replenish your energy with six bars.

Invincibility:
These award you with 10 seconds of invincibility.

Clock Token:
These add 20 extra seconds to the Timer.

WEAPON PICK UPS

Rock:
Rocks are perfect for taking down enemies from far away.

Axe:
The Axe spins when thrown, making it perfect for cutting down all types of enemies.

Torch:
The torch is great for burning enemies at close range, and from far away. Each time the torch hits the ground, it will burst into flames – destroying all enemies within range.

Triple Rock:
The triple rock is the ultimate weapon. When launched, the Triple Rock splits into three smaller rocks, striking your enemy from his head to his heels.

SCENES

DAY AND NIGHT SCENES

Each level is split into a day and night section. During the daytime you have a chance to find Dr. Van Helsing. If you touch him he will give you a powerful weapon to use against Dracula, but hurry - if night falls new monsters will appear.

In the night sections you may meet the Brides of Dracula or Renfield, who you cannot kill. You must dodge them repeatedly to get past.

SCENES

In order to advance from level to level, you must destroy all kinds of enemies and get past Dracula. Beware! Dracula can assume the form of everything from a bat to a shadow on the wall. The following is a brief description of what you'll face in each level.

A JOURNEY THROUGH TRANSYLVANIA

Make your way through the woods in Dracula's home town and take on the Prince of Darkness in his shadow form. But first, you've got to get past nail beds, bats, red baths, floating platforms and bony skeletons.

TRAPPED IN CASTLE DRACULA

Dracula's Castle is loaded with sharp spike pits and sure-shot henchmen. And beware of the young Prince Dracula – avoid staring into his eyes or you will forever be held under his hypnotising spell.

ESCAPE FROM CASTLE DRACULA

There's only one way out, but first you've got to down more sure-shot henchmen and neck-biting bats, as well as cross collapsing platforms, nail beds and fire-water channels that'll boil you in seconds flat. And then you must defeat Dracula in his Wolf Beast form. Beware – the wolfen prince will be surrounded by his flame-belching wolf guardians.

THE HILLINGHAM ESTATE MANSION

This mansion is infested with all kinds of evil vermin. You must defeat machete-wielding henchmen and flame-belching wolves, cross sharp spike gardens – and escape the young Dracula. Approach with caution as he won't hesitate to unleash his venomous bats your way.

THE CARFAX ABBEY CRYPT

Welcome to Dracula's London residence – the one he purchased to be closer to your Mina. Watch out for more ghosts, giant hands, flame-throwing eyeballs, hopping tarantulas and scorching fire water, then get ready to fend off Dracula in his bat form.

BACK IN TRANSYLVANIA

Welcome to the land of the unliving, and Dracula in his shadow form. This place is filled with all kinds of weird things including ghosts, skeletons, henchmen, freezing rivers, floating platforms and zombies.

RETURN TO DRACULA'S CASTLE

Get ready to bring down Dracula once and for all, with a little help from your old friend Dr. Van Helsing. But watch out! Dracula's castle is loaded with nail beds, bats, and hidden passage-ways. You may even run into Dracula in his evil robe form.

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